

For
Ages **5+**
No.10700

ACTIVISION®

10 IN 1
GAME SYSTEM
by 



Manual

Thank you for purchasing the **ACTIVISION 10 in 1 Game System**, an entertainment handheld controller that plugs right into your television for play. This unit includes controller with built-in a and A/V cable.

Please read the setup instructions and precautions/warnings before attempting to connect the ACTIVISION 10 in 1 Game System to your TV.

The TV must have Audio/Video Input (AV) Jacks to be able to play the **ACTIVISION 10 in 1 Game System** – If the TV does not have the Input Jacks you may purchase a RF/Scart Adapter that has AV inputs built in. If you chose to connect the unit through your VCR you may need to select the LINE OUT button on the TV/VCR to display the initial menu screen.

Your may need to consult the instruction guide to the TV or VCR for more information about your specific equipment.

Installing the Batteries

Have an adult install 3 “AAA” batteries (not included). Caution: When installing the batteries make sure that the positive (+) and negative (-) ends are facing in the correct position. Follow the diagram in the battery compartment. Note: when the batteries begin to lose their charge, the power indicator LED will begin to dim, and the **ACTIVISION 10 in 1 Game System** will turn itself off. Remember to take out the batteries when the **ACTIVISION 10 in 1 Game System** is not being used for a long time.

ACTIVISION 10 in 1 Game System Operations

1. Make sure the power switch on the unit is in the off position.
2. Turn your TV on and turn to the channel that accepts the input line.
3. Place the power switch on the controller to

the on position. The indicator light should be lit (if not, check the batteries).

4. The TV screen will display the opening screen shot for approximately 10 seconds. The next screen will display the Game Menu.
5. Scroll through the games by pushing the “Left” and “Right” buttons and then press the “Start” Button to commence play.

How to turn off the ACTIVISION 10 in 1 Game System

1. Place power switch in the off position.
2. Turn your TV to the desired channel to view regular TV programs (When using A/V jacks you will need to set the TV/Video switch back to the TV position).

Troubleshooting

1. No picture to the screen

- * Is the **ACTIVISION 10 in 1 Game System** turned on?
- * Is the TV turned on?
- * Is the AV output connected properly?
- * Is the battery capacity too low?
- * Are the batteries installed properly?

2. Screen flickers or no color

- * Are the TV’s color controls set correctly?

3. No game sound

- * Is the TV volume set too low or in the off position?
- * Has the Audio cable come loose or become disconnected?

4. Picture on TV screen is unsteady

- * Adjust the vertical and horizontal controls until corrected.

5. Picture is blinking or distorted.

- * Press the reset button. If there is no improvement power off the unit and try again.

6. No power

- * Check whether the batteries were installed properly.

Hardware Precautions/Maintenance

1. Do not disassemble or try to repair the **ACTIVISION 10 in 1 Game System** unit or its components.
2. Always place the power switch in the off position before connecting the unit to the TV.
3. Do not store the unit in a humid place or where it could collect dust. Lint or other debris.
4. Do not drop, hit or otherwise abuse the unit or its components.
5. Make sure that all connections to the unit are correct (refer to Back View Diagram) and the plugs are inserted straight into the proper sockets.
6. Make sure the unit is in the off position before disconnecting any plugs. Carefully remove the cable from the plug itself, and not by pulling on the cable.
7. Do not expose the unit to high heat or direct sunlight for extended periods of time. This will cause the unit not to work.
8. Do not spill any liquids on the unit or its components. If cleaning the unit, use a soft damp cloth and let it dry completely before attempting use.
9. Do not rapidly turn the power switch on/off. This may shorten the life of the batteries.

Warnings & Precautions

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television picture or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness) immediately consult your physician before using any video games. We recommend that parents observe their children while they play the games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician. FOLLOW THE PRECAUTIONS WHENEVER USING the **ACTIVISION 10 in 1 Game System**:

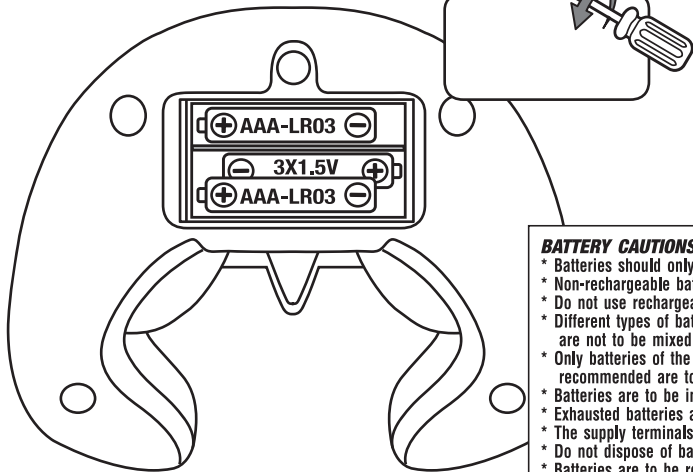
- When using your controller do not sit or stand too close to the television.
- Do not play if you are tired or need sleep
- Always play in a well lit room.
- Be sure to take a 10 or 15 minute break every hour while playing.

Repetitive Strain Warning:

Some people may experience fatigue or discomfort after playing for long periods of time. If your hand or arms become tired or uncomfortable while playing, stop and rest.

Warning! Not Suitable for children under 36 months in case of unforeseen use in particular of small parts and long cords, giving rise to harm.

Battery Installation



WARNING TO OWNERS OF PROJECTION TELEVISIONS and PLASMA FLAT SCREEN TELEVISIONS

*Do not connect your the **ACTVISION 10 in 1 Game System** to a projection OR plasma TV without first consulting the user manual for your projection OR plasma TV. Otherwise, it may permanently damage your TV screen.*

Requires 3 x AAA (LR03, 1.5V) Batteries. (Not Included)

BATTERY CAUTIONS:

- * Batteries should only be replaced by an adult.
- * Non-rechargeable batteries are not to be recharged.
- * Do not use rechargeable batteries.
- * Different types of batteries or new and used batteries are not to be mixed.
- * Only batteries of the same or equivalent type as recommended are to be used.
- * Batteries are to be inserted with the correct polarity.
- * Exhausted batteries are to be removed from the toy.
- * The supply terminals are not to be short-circuited.
- * Do not dispose of batteries in fire.
- * Batteries are to be removed from the product when not in use.

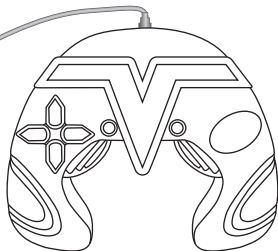
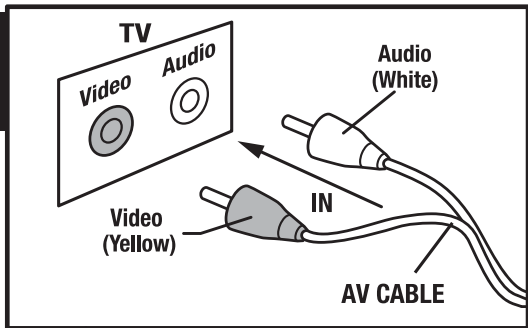
Audio / Video Input (US & Japan)

The AV jacks can be found in the front, back, or both of the TV set, depending on the TV set.

TV

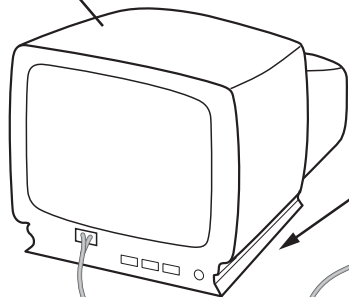
AV CABLE

2

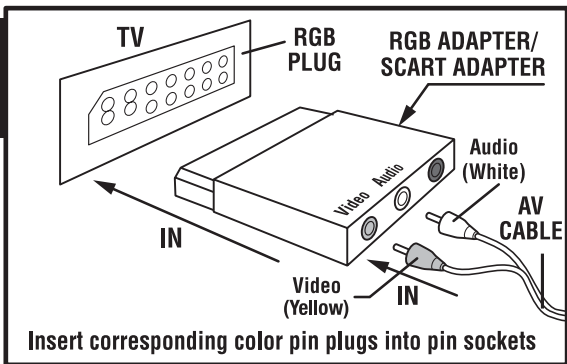


Audio / Video Input (Europe)

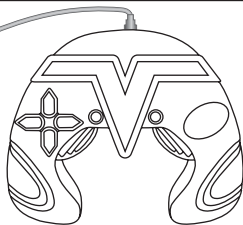
EUROPEAN
TV



AV CABLE

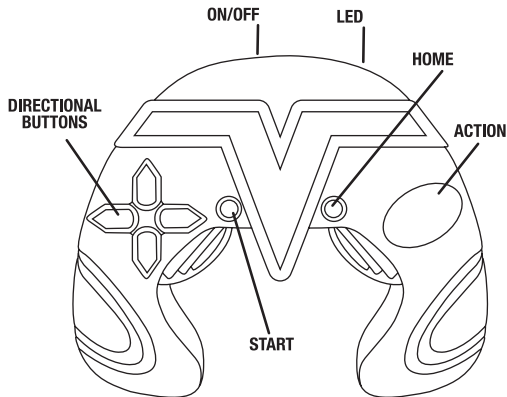


Insert corresponding color pin plugs into pin sockets



ACTIVISION® 10 in 1 Game System

INSTRUCTION MANUAL



After turning the controller ON, the Game Menu will appear (image above right).

Press the Left and Right buttons to scroll through the games, and then press
START to select the game you would like to play.

BARNSTORMING

Pull on your goggles and check out your controls. You're about to embark on a daredevil flight through the wild blue yonder. But before you take off, take a minute to read over these instructions. You'll be glad you did.



BARNSTORMING BASICS

1. Select the game difficulty on the Barnstorming Title Screen by pressing the up and down buttons. After highlighting the desired difficulty, press the START button to begin the game.

The levels of difficulty are as follows:

Hedge Hopper – Fly through 10 barns on a fixed course

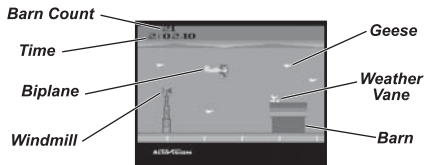
Crop Duster – Fly through 15 barns on a fixed course

Stunt Pilot – Fly through 15 barns on an alternate fixed course

Flying Ace – Fly through 25 barns on a random course

2. **GAME OBJECTIVE** – Fly through a set number of barns in the shortest possible time. The total elapsed time appears at the top of the screen.
3. **SCORING** – Each time your biplane flies through a barn, your barn count number in the upper left corner of the screen will decrease by one. If you miss a barn, your barn count will remain the same and you will have to fly further to reach an additional barn. When your barn count reaches zero, the game will post the total elapsed time it took you to complete the course.
4. To take off, simply press the action button on your controller, and then press the up button to climb.
5. Once airborne, the action button acts as your throttle. Press and hold it down to accelerate, or release it to slow down.
6. To increase your altitude, push the up button. To descend, push the down button.

GETTING THE FEEL OF YOUR BIPLANE



Just as in flying a real biplane, you'll need to get the "feel" of the controls. The better you get at adjusting your throttle and handling your altitude, the better your chances to become a "Flying Ace."

You needn't worry about stalling out in midair. Your throttle is set to maintain a minimum speed even when you release the action button. The game is mastered by looking ahead and adjusting the controls to make the best speed, fly through every barn and over every windmill, and avoid those pesky geese. Whenever you push the throttle, watch out for geese.

The best time is achieved by covering the course with the fewest possible corrections to your altitude, so precious seconds can be shaved off by flying just above the windmills and just below the openings of the barns.

If you should misjudge and fly OVER a barn, your barn count will remain unchanged, and the course will be extended until you can make up the missed barns and fly through the required amount.

Avoiding crashes with barn roofs, barn interiors, weather vanes, windmills and geese will really save time. Better to slow down a little and avoid a crash than to lose time picking up speed from a dead stop.

HOW TO BECOME AN "ACE" AT BARNSTORMING



See you in the skies!!!

Tips from The **Red Baron**, the original "Flying Ace":

"There are two stages involved in mastering this game. After playing this game a few times, you'll begin to learn the course. By knowing what is coming up ahead, you can keep your biplane at full speed.

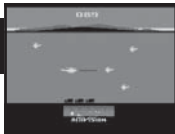
But, being able to fly through the barns and over the windmills is only the beginning. The real secret is in carefully navigating through the flocks of geese. With practice, it is possible to fly the course at full speed with no collisions."

— **Steve Cartwright, designer of Barnstorming**

Audio Visual concept, label, and program ©1982 ACTIVISION

CHOPPER COMMAND

Your first mission? Don't worry—everyone gets a little nervous. Just make sure you carefully read this manual first because you'll be dealing with some very sophisticated equipment and an extremely tricky enemy. Good luck! The guys on the ground are counting on ya!



CHOPPER COMMAND BASIC TRAINING

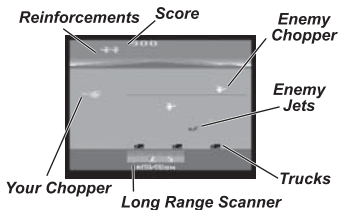
1. Select the difficulty—**Cadet (Novice) or Commander (Expert)**—on the Title Screen by pressing the up and down buttons. After highlighting the desired difficulty, press the START button to begin the game.
2. **GAME OBJECTIVE** – Accumulate points by knocking out enemy aircraft, while protecting your truck convoys.
3. **SCORING** – Each time you shoot down an enemy helicopter, you earn 100 points. For every enemy jet you shoot down, you will be credited with 200 points. If you wipe out an entire wave of hostile aircraft, you will receive a bonus.
4. The game begins with your helicopter on the left side of the screen. Start the action by pressing the directional buttons to move your chopper. To ascend, press the up directional button. To descend, press the down button. To move your chopper left or right, press the left or right buttons.
5. Press the action button to fire your laser cannons, or hold it down for continuous fire.

GETTING CONTROL OF YOUR WHIRLYBIRD

The Long Range Scanner at the bottom of the screen will enable you to detect both approaching truck convoys (friendly) and enemy aircraft well ahead of time. The truck convoys appear as white "blips" on the very bottom of the scanner while enemy aircraft appear as white "blips" above the convoy. Your helicopter gunship is the black dot. Your chopper can hover close to the ground, but be careful not to collide with your convoy. You'll destroy the helicopter and a truck.

Reinforcement Helicopters – You start the game with three choppers in your fleet. For every 10,000 points you score, an extra helicopter will be added to your squadron, up to a maximum of six reserve choppers.

MISSION BRIEFING: OPERATION DESERT FOX



There are increasing levels of intensity. Each level will start with a wave of 12 enemy airships and 12 trucks in your convoy. Enemy aircraft fire missiles that split in two, which can destroy both your helicopter and the trucks below. Since you cannot shoot the missiles down, you must dodge them.

Keep your eyes on the larger video screen and the scanner at the same time. Don't forget, the long range scanner is for estimating the positions of enemy aircraft and not for lining up shots. You cannot hit the enemy unless you can see them on the larger screen.

Keep your chopper on the left side of the screen facing right. This will give you time to better recognize enemy tactics.

HOW TO BECOME A CHOPPER COMMANDO

Tips from the most fearless flyer in the fleet, **Lieutenant Ace Armstrong** :



*Dodge those bogeys,
then take 'em down!*

"As you'll soon discover, Chopper Command takes quick reflexes and keen coordination. However, there is a strategic side to the game as well.

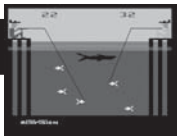
For example, your truck convoys will always travel from the right to the left. And so will the enemy formations. Knowing this, you can position yourself at the left side of the screen and start firing as soon as the enemy aircraft appear. This is important because your helicopter's chances of being hit by a multi-warhead missile increase the closer the enemy aircraft get.

The enemy pilots are real kamikazes, too, and they'll collide with you if they can't shoot you down."

– **Bob Whitehead, designer of Chopper Command**

Audio Visual concept, label, and program ©1982 ACTIVISION

FISHING DERBY



Think you can land the big one? If you want to find out why some fish bite and some don't, how to tell the whoppers from the lunkers and—especially—how to keep the shark from eating your catch, read these simple instructions. Good Luck!

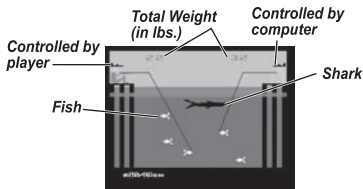
FISHING DERBY BASICS

1. After entering the Fishing Derby Title Screen, the START box will be highlighted onscreen. Press the START button again to begin the game.
2. **GAME OBJECTIVE** – Catch as many fish as you can to increase your total weight. First fisherman to land 99 pounds of those beautiful fish wins.
3. **SCORING** – Each time you catch a fish, its weight will be added to your total. The big ones are down deep.

There are six rows of fish. From the top down, they count as follows:

First two rows:	<i>2 pounds each</i>
Second two rows:	<i>4 pounds each</i>
Bottom two rows:	<i>6 pounds each</i>

4. You control the fisherman on the left pier. Press the left and right buttons on the directional pad to move your pole out and back. To lower and raise your line, press the up and down buttons on the directional pad.
5. To reel in your line quickly, press and hold the action button.



GETTING THE FISH TO BITE

Drop the very end of your line (that's where the bait is) down to the level you want to fish. Then, move the bait to touch the mouth of the fish you want to catch.

GOT ONE HOOKED? If you don't do anything after hooking a fish, it will swim slowly up toward the surface. Watch out! The shark might gobble it up, so if you may want to reel it in fast by pressing the action button.

Be quick, though! When both players have hooked a fish, only one fisherman can reel it up at a time (the first one hooked). The other fish will swim up slowly until the first fish has either been caught or eaten by the shark.

HOW TO BECOME A CHAMPION FISHING DERBY ANGLER



*Only the lunkers are
in the shallows ... GO DEEP!*

Tips from the **New England Longshoremen**, who once caught a fish "**THIS BIG**":

"WATCH OUT FOR THE SHARK! If your fish touches the shark anywhere, he'll turn and snap it up. Try to keep your fish away from him while you're reeling in.

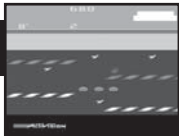
Once you've hooked your fish, you'll want to play it back and forth until the shark moves out of the way. You can reel in more or less slowly by pressing or releasing the action button and you can move your line back and forth with the directional pad. Since the big fish are in the fifth and sixth rows, go deep.

As fish are caught, they are replaced on the side they started from. It's better for you to catch fish that start under your pier because you can usually go right back for another one."

– David Crane, designer of Fishing Derby
Label Design and Program Content ©1980 ACTIVISION

FROSTBITE

BRRR!! Between the bitter cold and hazardous conditions, it's a hard life for an Arctic Architect! Frostbite Bailey needs your help building igloos, but watch out for deadly predators like killer clams and polar bears. And you better hurry because the temperature's dropping and the winds are kicking up!



FROSTBITE BASICS

1. Select the game difficulty on the Frostbite Title Screen by pressing the up and down buttons. After highlighting the desired difficulty, press the START button to begin the game.
The levels of difficulty are as follows:
Beginner – Frostbite Bailey starts building igloos on Level 1
Expert – Frostbite Bailey starts building igloos on Level 5
2. **GAME OBJECTIVE** – Help Frostbite Bailey build igloos by jumping on floating blocks of ice.
3. **SCORING** – Each time you add a block of ice to the igloo, you score points. Finish the igloo as quickly as you can and then run inside for an extra bonus! In addition, each fish caught is worth 200 points.
4. Press the up, down, left, and right buttons on the directional pad to move Frostbite Bailey around onscreen.
5. To reverse the direction of the ice floe you are standing on, press the action button. However, each time you reverse an ice floe, your igloo will lose a block unless it is completely built.
6. You begin the game with one active Frostbite Bailey and three on reserve. With each increase of 5,000 points, a bonus Frostbite is added to your reserves (up to a maximum of nine).
7. You will lose a Frostbite Bailey each time he falls into the Arctic Sea, gets chased away by a Polar Grizzly, gets hit by a snow goose, killer clam, or Alaskan King Crab, or gets caught outside when the temperature drops to zero.
8. The game is over when you lose a Frostbite Bailey and there are none left in reserve.

IGLOO CONSTRUCTION

Each time Frostbite Bailey jumps onto a white ice floe, a "block" is added to the igloo and the white ice turns blue. Frostbite can still jump on it, but it won't add points to your score or blocks to your igloo. When all four rows are blue, they turn white again. The igloo is complete when the door appears. Frostbite may then jump into it.

Work Hazards – Avoid contact with Alaskan King Crabs, snow geese, and killer clams, as they will push Frostbite Bailey into the fatal Arctic Sea. The Polar Grizzlies come out of hibernation at level 4 and, upon contact, will chase Frostbite off screen.

Fresh Fish – They swim by regularly and are Frostbite's only food. Catch 'em if you can.

Night and Day - Frostbite works the day and night shifts. He must build four igloos per shift.

HOW TO BECOME AN ARCTIC ARCHITECT

Tips from that intrepid ice engineer, **Frostbite Bailey** :

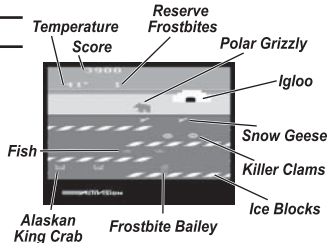
"Learn to use the action button sparingly. The best time to use it is to 'fake out' the bear by drawing him to the middle of the screen and quickly changing direction.

Don't be greedy with the fish. Get them if they come by. However, going out of your way often uses too much time.

You can move Frostbite Bailey in mid-air and, at the higher levels, you can really hook him around. Check out just how far he'll go.

Notice that hazards only get you when both feet are planted. Therefore, it's possible to jump 'around' hazards since they can't hurt you in mid-air."

– **Steve Cartwright, designer of Frostbite**



Just Chill!!!

KABOOM!®

Prepare for the supreme test of reflexes, coordination, and agility. You're about to face the world's most unpredictable and relentless villain, the Mad Bomber. He hates losing as much as you love winning. To keep him frowning, take a minute to read over these instructions.



KABOOM!® BASICS

1. Select the game difficulty on the Kaboom!® Title Screen by pressing the up and down buttons. After highlighting the desired difficulty, press the START button to begin the game.
The levels of difficulty are as follows:
Beginner – Buckets set at full size
Expert – Buckets set at half of full size
2. **GAME OBJECTIVE** – Catch as many bombs dropped by the **Mad Bomber** as you can before losing all of your water buckets.
3. **SCORING** – Each time you catch a bomb in one of your water buckets, you score points. The point value of each bomb depends upon how fast that bomb is falling. Bomb Group 8 is the highest level. Once you reach this level, all bombs that follow will fall at the same rate of speed and are worth the same amount of points as bombs in Group 8.
4. To begin the **Mad Bomber's** barrage of bombs, press the action button.
5. Once the bombs begin to drop, press the left and right buttons to move your water bucket. Position your buckets underneath the bombs to catch them and earn points.
6. When you miss a bomb, all the bombs onscreen will explode and you will lose a bucket. To resume the game after a miss, press the action button on your controller. Lose all three buckets and the game is over.

GETTING THE UPPER HAND ON THE MAD BOMBER



There's a method to his madness! Don't try to line up your buckets under each bomb. Instead, try to get the feeling for the bomb patterns that develop. After a while, you'll be able to anticipate where bombs will fall. That's when you can get the jump on the **Mad Bomber**.

THE MAD BOMBER GETS ONE BY YOU - Sooner or later, it's going to happen. You'll miss a bomb. When you do, all the bombs onscreen explode and you lose a bucket. Depending on which bomb group you're in when you miss, the level of difficulty for the next round of bombs may change. There is **NO** change in difficulty when you miss

at Bomb Group 1. If you reached Bomb Group 2 or above, you will restart play at the previous bomb group, but you'll only need to catch half the number of bombs normally required in that level to advance to the next bomb group.

REPLACING LOST BUCKETS - Every 1,000 points, you'll earn an extra bucket! However, you may never have more than three buckets, and no additional buckets are awarded if you reach another 1,000 points with no buckets missing.

HOW TO BECOME A MASTER AT KABOOM![®]

Tips from a team of defusing dynamos, **The Bucket Brigade**:



Bombs away!!!

Here's one trick we discovered to help build up your score while maintaining some control of the game. If you have all 3 buckets and you're just about to cross a 1,000 point level (1,000, 2,000, etc.), miss one of the bombs on purpose! You will lose your bottom bucket, but you will start over at a lower difficulty level. And that'll give you a few bombs to catch at a slower speed. After you've gone over the 1,000 point level, you will get your bucket back anyway, so you haven't lost a thing. Since you will be playing for a while at a slower speed, it gives you a breather, but keeps you in the game."

– Larry Kaplan, designer of Kaboom![®]

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PITFALL 2[®] : LOST CAVERNS

We're all pretty worried about Pitfall Harry. We sent him, his niece, Rhonda, and Quickclaw the cat on a treacherous journey to an underground cavern. Well, not a word was heard from him—until today. We now present you with Pitfall Harry's diary—the journal he's been keeping in the caverns.



PITFALL 2[®] BASICS

1. After entering the Pitfall 2[®] Title Screen, the START box will be highlighted onscreen. Press the START button again to begin the game.
2. **GAME OBJECTIVE** – Help Pitfall Harry venture through the lost caverns and search for Rhonda and Quickclaw. Discover the lost treasures of the Incas, such as the Raj Diamond, while avoiding the dangers that lurk in these caves.
3. **SCORING** – Pitfall Harry will find many treasures and oddities long forgotten during his treacherous journey. Besides the Raj Diamond, gold bars stolen from the U.S. Treasury have been hidden throughout these caves. Pitfall Harry will also be handsomely rewarded for the safe return of Rhonda and Quickclaw. Lastly, a team of university scientists are willing to pay top dollar for the capture of a prehistoric rat living somewhere in the lost caverns for millions of years.
In addition to the advance of 4,000 points Pitfall Harry received before departing for this trip, he will receive a bonus for each of the following items: 5,000 points for every gold bar, 10,000 points each for Rhonda's and Quickclaw's safe return, 15,000 points for the primitive cave rat, and 20,000 points for the Raj diamond.
4. To move Pitfall Harry left or right, press the left or right button on the directional pad. To climb down a ladder, press the down button on the directional pad just before Pitfall Harry reaches the hole. To climb up a ladder, push the up button.
5. To jump, press the action button. For a running jump, press the action button while also holding down the left or right button.
6. There is no time limit. You and Pitfall Harry can explore the lost caverns as long as you wish. And now... the diary of Pitfall Harry.

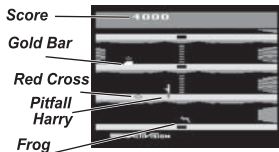
THE DIARY OF PITFALL HARRY

ENTRY 1 - *Perhaps I've gone too far. I'm in an underground cavern beneath Peru. It seems to be a complex maze, perhaps eight chambers wide and over three times as deep. Niece Rhonda has disappeared, along with Quickclaw, our cowardly cat. I am beset by all manner of subterranean creatures in this vast, ancient labyrinth. And all because of a rock—the Raj diamond. It was stolen a century ago, and hidden here.*

For the record, if I want a perfect evaluation (199,000 points), I must find Rhonda, Quickclaw, the diamond, all 28 gold bars, the rat, and never fall victim to a single danger. Again though, my contract only requires the recovery of Rhonda, Quickclaw, the diamond, and the rat. Everything else is gravy.

But oh... danger prevails. Poisonous frogs, bats, condors, electric eels, albino scorpions, and leaps over dark voids that dare me to fall to their fathomless depths. All of these pitfalls must be avoided.

ENTRY 2 - Red Crosses are as good as gold! Whenever I succumb to any danger, instead of being put out of commission, I'm magically transported back to the last red cross I touched! Now hold on. I'll continually lose points as I regress back to the last red cross I contacted. Also, 100 points are deducted for every unintentional fall.



ENTRY 3 - Today I was really out on a ledge. Suddenly, a balloon floated overhead—a perfect cross-cavern transport. Just jump up and hang on. Float above the ledge where you want to land and wait for a bat to burst the balloon (that's the only way to let go). You'll gently fall onto the ledge. Oh, yes—balloons only appear up and down the length of one specific shaft.

ENTRY 4 - Courage and confidence are necessary to leap across fathomless voids. When you want to cross a shaft, stand at a ledge's edge and jump diagonally down to the ledge across the way. Press and hold the button in the direction you're heading

right before you jump. You'll float to the other side or bounce off of the shaft walls.

ENTRY 5 - Parting words from the most spectacular spelunker of all, **Pitfall Harry** :

"A free-fall down an entire shaft can be a shortcut to the river below. This particular jump must be timed to avoid colliding with bats on the way down. If you're unintentionally falling down a chute of ladders or past many levels, hold the left or right button down. The underground wind will slowly move you in that direction.

Time your approach to condors and bats so that you run exactly below their highest elevation. Don't get discouraged if a bat gets you whenever you go from a ladder to a gold bar. Stay low on the ladder, wait until a bat is just over you, then climb up quickly and run to the gold bar. You'll barely miss the next bat, but miss it you will."

— **David Crane, designer of Pitfall 2[®]: The Lost Caverns**

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Good Luck &
Godspeed my friend!

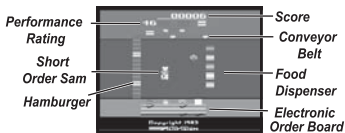
PRESSURE COOKER

Business is booming at "The Grille," but in the back room, the Food Dispenser is pouring out condiments everywhere. Help Short Order Sam fill each order with the proper combination of condiments and don't forget the bun! Alright cooks, grab your spatulas!



COOKING BASICS

1. Select the game difficulty—**Trainee, Fry Guy, Sous Chef, or Master Chef**—on the Pressure Cooker Title Screen by pressing the up and down buttons. After highlighting the desired difficulty, press the START button to begin the game.
2. **GAME OBJECTIVE** – Fill the customer orders shown on the Electronic Order Board as quickly and accurately as possible!
3. After pressing the START button, music will play and burgers will begin to come down the conveyor. Press the up, down, left, and right buttons to move Short Order Sam around the Assembly Room.
4. Press and hold down the action button to reject unwanted condiments in the Assembly Room.
5. Press the action button to drop finished hamburgers into the chute in the Wrapping Room.
6. **PERFORMANCE RATING** – You begin with 50 performance points. You can add or lose performance points depending on your efficiency as a cook.
 - You earn 10 performance points each time your score increases 10,000 points. The maximum performance rating is 99 points.
 - You lose 1 performance point each time any condiment is wasted by smashing against Short Order Sam or the conveyor belt, or if you place the same type of condiment on any hamburger more than once.
 - You lose 5 performance points each time you drop a hamburger into the wrong wrapping chute or miss the wrapping chute when you drop the hamburger.
 - You lose 10 performance points each time a hamburger falls off the end of the conveyor belt.
7. **SCORING** – Each time you catch a condiment you score 5 points. You score 10 points for placing a condiment on any hamburger for the first time. 100 points are awarded each time you drop a completed hamburger into the correct wrapping chute. Efficiency Bonus Points and Burger Bonus Points reward performance by boosting your score at the end of each wave.
8. When your Performance Rating drops to zero, the game is over.



GETTING AROUND THE KITCHEN

The Automated Food Services Silver Kitchen occupies two rooms in the back of "The Grille." Hamburgers are cooked and orders are filled in the Assembly Room. Completed hamburgers are wrapped and sacked in the Wrapping Room.

ASSEMBLY ROOM - Hamburger patties charbroil over the oven and move along the conveyor belt. Tomatoes, onions, lettuce and cheese fly out of the Food Dispenser one at a time, but hardly ever in the right order. The dispenser throws out the top half of the bun when the proper combination of condiments is placed on a hamburger.

ELECTRONIC ORDER BOARD - A maximum of three orders appear on the Electronic Order Board at any one time. Each order is color-coded: red, green or blue. A check registers under the condiments needed to fill each order.

WRAPPING ROOM - The Wrapping and Sacking Machine is equipped with three separate color-coded automatic wrappers. The colors are red, green and blue, corresponding to those on the Electronic Order Board. Completed orders are wrapped and sacked one at a time.

MAKING BETTER BURGERS

Catching ingredients - Flying condiments must collide with Sam's rotund stomach — head-on, or to the left or right sides—to be caught. When they hit him anywhere else, SPLAT!

Rejecting ingredients - When you don't want a condiment, press and hold down the action button to bounce the condiments off Sam's stomach. No burger order ever requires the same condiment more than once.

Building burgers - Condiments are placed one at a time on the burgers. Touch the burger with the ingredient to place the ingredient on it. When an order is complete, the color bar on the Electronic Order Board corresponding to that order flashes.

Wrapping burgers - To complete the order, rush Sam to the bottom of the Assembly Room and enter the Wrapping Room. Drop the hamburger into the wrapping chute that is the same color as the flashing bar on the Electronic Order Board.

HOW TO BECOME A MASTER CHEF BY COOKING UNDER PRESSURE

Tips from the foremost fryer in fast food, **Short Order Sam** :

"The oven never stops cooking, so you never have time to just stand around. After dropping a burger into a wrapping chute, hurry back to the Assembly Room. Don't waste time watching the order fall into the sack.

The Food Dispenser only throws out one condiment at a time. So, if there is one that you need, move closer to the dispenser and reject the ones that you don't need. It'll speed things up, and you'll get what you need sooner."

- **Garry Kitchen, designer of Pressure Cooker**

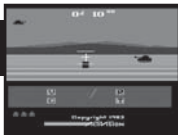
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*The customer's
always right!*

ROBOT TANK

Greetings private...enemy Robot Tanks are advancing cross country, stopping at nothing. You must command your own Robot Tanks to stop their chaos. Avoid enemy fire, or your tanks may be destroyed. The rebels are headed towards our base and only you can stop them. Good Luck!



ROBOT TANK BOOT CAMP

1. After entering the Title Screen, the START box will be highlighted onscreen. Press the START button to begin the game.
2. **GAME OBJECTIVE** – Destroy all 12 squadrons of enemy robot tanks while dodging their rocket fire to save the base!
3. **SCORING** – A small tank appears at the top of your screen for each enemy Robot Tank you destroy. A square with the number 12 appears at the top of your screen each time a squadron of twelve enemy Robot Tanks are destroyed.
4. To roll your tank forward, press the up button on the directional pad. To retreat, push the down button. To rotate your cannon left or right, press the left or right buttons.
5. Press the action button to fire your cannon, or hold it down for continuous fire.
6. **Reinforcement Tanks** – You begin with one active Robot Tank and three in reserve. You earn one bonus Robot Tank for every enemy squadron destroyed, up to a maximum of 12 Robot Tanks in reserve.
7. **End of Game** – You may lose your Robot Tank when it is hit by enemy fire. Your video scrambles with static interference when this happens. The game ends when all of your Robot Tanks are destroyed or all 12 enemy squadrons are destroyed.

ROBOT TANK BRIEFING FROM CENTRAL COMMAND

Electronic Eye – Your Robot Tank's electronic eye lets you view the battlefield from a remote control station. Perspectives are real. The size of enemy Robot Tanks and their fire increase on your remote screen as they get dangerously close.

Battle Day & Night – From the first glimmer of sunrise, beyond the grey dusk and into darkened night, the enemy attacks relentlessly. The military clock counts the hours and the days, so see how long you can go!

Weather Alerts – Fog, rain and snow are reported to you through pre-dawn computer updates. In the snow, your tank will slip and slide. Rain significantly impedes your tank's mobility. In blanketing fog, enemy Robot Tanks are only visible when they are right in front of you. Take advantage of the bright sunshine while it lasts!

Radar – The circular radar scan at the bottom of your screen shows the battlefield. Your tank is at the center of the scan, and the moving dot describes location, distance and directional movement of the enemy Robot Tank. Enemy tanks only fire rockets when they are in FRONT of your tank. Your tank is safe when the moving dot is below the center of the scan.

Damage Sensors – Video, cannons, radar and treads can be damaged by an enemy hit. Sensors report the damage by flashing on your control panel. **BE FOREWARNED!** Damaged tanks can NEVER be repaired.

V: Video—Your view on the battlefield blacks out periodically.

C: Cannons—When damaged, don't count on them firing all the time.

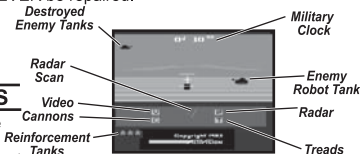
R: Radar—System down. You can only use video to find your enemies.

T: Treads—Mobility is brought to a crawl.

GETTING A READING ON RAMPAGING ROBOT TANKS

Dodging enemy fire is a vital defensive move. See how close you can get to the enemy and still have time to avoid oncoming fire. The radar scanner is an important monitoring device. It is the only way to know where the enemy is located

at night or in unforgiving fog. Practice using the scanner by firing your cannon when an enemy tank is directly above the center. It's the only time you can make a hit. Your tank's cannon fire is continuously targetable while it's in flight. It will follow the direction of your crosshairs. Destroying an enemy Robot Tank automatically explodes any of its rockets in flight.



HOW TO BECOME A HIGHLY DECORATED VETERAN OF ROBOT TANK



*Keep up the fight
through day and
night private!*

Tips from **Major Payne**, who once took out an enemy squadron with his bare hands:

"Enemy Robot Tanks continually sneak up on you, so you'll frequently end up losing visibility. If you can master aiming at the enemy using only the radar scan, you'll have better battling success at night or in fog.

If your tank is damaged, and it's night, keep track of the time using the military clock. If it's close to 0500 hours, then you may decide to wait for the weather alert. Conditions may improve from the previous day, and your next offensive may prove more successful.

You can neutralize enemy fire by shooting it, but it's a risky tactic. Your miss could backfire and become a hit for your attacker."

– **Alan Miller**, designer of Robot Tank

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SEAQUEST

Your divers have retrieved the buried treasure, and now you must come to their rescue. These seas are rough, so watch out for killer sharks and enemy subs trying to pirate your hard-earned gold!

Get ready to batten down the hatches and man the torpedoes!



SEAQUEST BASIC TRAINING

1. After entering the Title Screen, the START box will be highlighted onscreen. Press the START button to begin the game.
2. **GAME OBJECTIVE** – Retrieve as many divers as you can while dodging and blasting enemy subs and killer sharks before your oxygen runs out!
3. **SCORING** – When the game begins, every killer shark and enemy sub is worth 20 points. Each time you surface with six divers, the value of the enemy subs and killer sharks increases by 10 points, up to a maximum of 90 points each. Rescued divers start at 50 points each. Their point value increases by 50 each time you surface, up to a maximum of 1,000 points each. Also, you'll be further rewarded with bonus points for any oxygen you have remaining the moment you surface. The more oxygen you have left, the more bonus points you're given.
4. The game begins as soon as you submerge your sub. To submerge, press the down button on the directional pad. To ascend, push the up button. To move your sub left or right, press the left or right buttons.
5. Press the action button to fire torpedoes, or hold it down for continuous fire.
6. Rescue divers by cruising into them with your sub. As soon as you have retrieved your sixth diver, you'll hear a quick tone. Surface with your full payload and listen to six gold bricks plunk onto your deck.

GETTING YOUR BEARINGS AROUND THE SUB

Your Oxygen Gauge is at the bottom of the screen. Whenever your sub is underwater, you'll be using up oxygen at a constant rate. When the oxygen tank is almost empty, a continuous alarm will sound and the alarm light will flash. You have 8 seconds to surface for air!

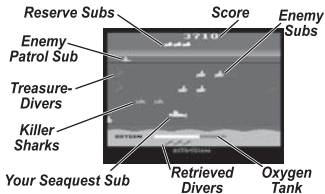
If you don't surface in time, your sub will blow up and you'll lose one diver. Each time you surface with less than six divers, you lose one diver. If you surface with no divers on board, you'll lose your sub.

Killer Sharks and Enemy Subs are deadly. If your sub collides with anything except your own divers, your sub will explode. The longer you're in the ocean, the rougher the seas become as the enemy subs and sharks increase in speed.

The Enemy Patrol Sub will appear on the surface when you've rescued your second group of six divers. Avoid it. While you are refilling your oxygen tank, the Patrol Sub will move in on you. Your sub cannot move away until its oxygen tank is full, so when you surface, do so as far from the Patrol Sub as possible!

Reinforcement Submarines – You start the game with four subs in your fleet. Each time you increase your score by 10,000 points, an extra sub (up to a maximum of 6 in reserve) will be delivered to your base.

Mastering the movement of your sub will be your first and most important duty. Be careful not to oversteer! "Steady as she goes" is a good rule for beginners. Also, practice "Silent Running"—navigating your sub around sharks and enemy subs without firing. Remember that your real mission is to rescue divers because they're worth the most points!



HOW TO BECOME A LEGEND OF THE HIGH SEAS



Steady as she goes bluejacket!

Tips from **Captain S. O' Sullivan**, the saltiest dog there ever was:

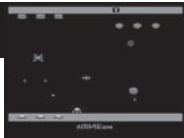
"As soon as you've picked up your sixth diver, start watching out for the Patrol Sub. It's important to surface in the right spot, especially since the Patrol Sub sails faster as the game progresses.

Every time you surface, you increase the game's level of difficulty. So, keep your surfacing to a minimum, with one exception. When you've got five divers aboard, and your oxygen's running low—surface to refill your oxygen supply. You'll lose one diver, but you can easily pick up two or more to resurface and gain a lot of extra bonus points."

– **Steve Cartwright**, designer of *Seaquest Display*, and Label ©1983 Activision

SPIDER FIGHTER

By day, your orchard is glowing with a field full of plump, ripe fruit. But by night, creepy, crawly spiders are moving in to steal your crops. You've got to stop them and stomp them, because if you don't, they won't just take over your orchard, they'll get YOU!!!

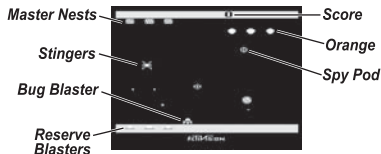


SPIDER FIGHTER BASICS

1. After entering the Title Screen, the START box will be highlighted onscreen. Press the START button to begin the game.
2. **GAME OBJECTIVE** – Protect your fruit orchard from insect fruit thieves, scoring points by exterminating the attackers.
3. **SCORING** – Each time you exterminate an attacking insect, you score points. If you manage to save all three fruits in a wave and you also have four bug blasters in reserve, then you will receive 500 bonus points.
5. The game begins when the first Master Nest descends from the top of the screen. To move your bug blaster left or right, press the left or right buttons on the directional pad.
6. Press the action button to shoot poison pellets, or hold it down for continuous fire.
7. You begin each game with four bug blasters in reserve. If you manage to save all three fruits from an insect wave, you're awarded an additional blaster, up to a maximum of four reserve blasters.

GETTING AROUND THE ORCHARD

Your fruit orchard grows oranges, grapes, strawberries and bananas. You must protect each variety of fruit from waves of insects. Four waves attack oranges, grapes and strawberries. Then, unlimited waves of insects attack your bananas. Each wave starts out with three fruits and four Master Nests.



BUG BRIEFING: YOUR GUIDE TO THE INSECT INFESTATION



Master Nests – This is the ringleader and major fruit thief. It is protected from poison by a white band until it releases a Spy Pod. Its sole aim is to keep you busy with bugs, so that it can slip away with your fruit.



Spy Pods – These sneaky critters scout around and instruct the Master Nest to release more insects. As long as any Spy Pods remain onscreen, the Master Nest continues to release its creepy offspring. Destroy the Spy Pods and to slow down the infestation!



Green Widows – Green Widows fly interference, protecting the Master Nest with cover fire. They also act as living shields, sacrificing themselves by intercepting your poison pellets. Even though Green Widows are slower and dumber, be careful! They still deal a deadly bite.



Stingers – They are the most dangerous and aggressive of the pack. Stingers track your blaster with the single-minded goal of destroying you. **WARNING!** When you kill the Master Nest, Pods and Widows instantly transform into Stingers!

HOW TO BECOME A MASTER BUG BLASTER



Putting pests to rest since 1982!

Tips from the best at killing pests, **Petey's Pest Control:**

"As you can see, keeping a fruit orchard isn't exactly easy. Those bugs can really become a nuisance. You can never get rid of them entirely, but you can control them.

There are various strategies you can experiment with, but one of the most effective that I have found is to first gun down the lone Spy Pod. If you can exterminate that Pod, you halt the flow of reinforcements. Then, you can pick off the rest of the attackers, leaving the Master Nest for last.

Occasionally, the Master Nest will release a continuous stream of Spy Pods, and each one you hit seems to be replaced. If this happens, you must immediately destroy the Master Nest and take your chances against a squadron full of angry Stingers. Normally, it is best to destroy the slower Spy Pods and Green Widows that hover near the bottom of the screen before killing the Master Nest. A low-flying Stinger is your worst enemy."

– **Larry Miller, designer of Spider Fighter**

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NOTES

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the class B FCC limits.

Questions? Comments?

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Original games have been modified for optimal play on this device.

IM-10700

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